

GAME BOY ADVANCE



®



Games
skateboarding™

INSTRUCTION BOOKLET



AGB-AXSE-USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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Thank you for purchasing
ESPN X GAMES SKATEBOARDING™.

To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

At Konami, we continuously strive to improve our products. As a result, your product may differ slightly from someone else's, depending on the date of purchase.

SKILL, CONTROL, ATTITUDE

ESPN X GAMES SKATEBOARDING™ challenges you to take your skater from "poser" to "pro." This game offers two major modes:

- In VERT mode, you'll work to master tricks on the vertical ramp
- In PARK mode, you'll pull tricks in different arrangements of transitions, ramps and rails.

Three sub modes provide a hugely gratifying variety of contests:

- X GAMES enters you in the world's most dizzying sports event where the top honor is a gold medal.
- FREE SKATE fulfills your need for no rules and no limits (and includes a Training feature).
- X RAGE is a vert-style run with no rules for top scores, where you can also upgrade your skater's abilities.

STARTING UP

1. Insert the **ESPN X GAMES SKATEBOARDING™** Game Pak into your Game Boy® Advance and turn it on.
2. Wait until the Title Screen and Game Mode menu appear. Hold off pressing any buttons if you want to watch a gameplay demo.
4. When the Title Screen reappears, make a selection from the Game Mode menu to begin the game. Menu controls appear on the next page.



CONTROLS



MENU OPERATION

Control Pad	Move highlight
START	Confirm selection Start game from Title Screen
SELECT	Not used
L Button	Not used
R Button	Not used
A Button	Confirm selection
B Button	Cancel selection

MENU OPERATION

The game has 42 listed tricks. In a new game, each skater is able to perform a limited set of tricks, and can then buy or boost (improve) tricks with skills earned in X Games.

To see the skaters/tricks list, select **OPTIONS** from the Game Mode menu, and then select **SKATE SHOP**.



TRICKBUTTON CONTROL

Move skaterControl Pad (any direction).

Skaters gain speed on verts

F/S (Frontside) Ollie 360A Button

Rock 'n' rollB Button

TailgrabL Button

Tailgrab 360L + A Buttons


RR (rock 'n' roll) stall + Tailgrab ...L + B Buttons

Hand plantL + R + B Buttons

Shove-itB Button


Shove-it 360B + A Buttons

F/S 50/50Control Pad  + B Button





F/S Ollie IndyControl Pad  + L Button

F/S Ollie Indy 360Control Pad  + L + A Buttons

Gymnast plantControl Pad  + L + B Buttons

KickflipControl Pad  + B Button

A background image of a skateboarder in a blue shirt and dark pants performing a trick on a wooden ramp. The skateboarder is in mid-air, with their board tilted. The ramp has a wooden frame and a light-colored surface. The background is slightly blurred, showing some greenery and a building.

Kickflip 360Control Pad  + B + A Buttons
B/S (Backside) OllieControl Pad 
B/S Ollie 360Control Pad  + A Button
B/S 50-50Control Pad  + B Button
B/S Ollie IndyControl Pad  + L Button
Sad plantControl Pad  + L + B Buttons
HeelflipControl Pad  + R Button
Heelflip 360Control Pad  + R + A Buttons
Stalefish grabControl Pad  + L Button
Nose rockControl Pad  + B Button
Ollie mutegrabControl Pad  + L Button
Ollie mutegrab 360Control Pad  + L + A Buttons
EggplantControl Pad  + L + B Buttons
HardflipControl Pad  + R + A Buttons
Mute backflipControl Pad  + L + A Buttons
MethodControl Pad  + L + A Buttons

AirwalkControl Pad L + R + A Buttons
RoastbeefControl Pad L + B Buttons
Fingerflip airwalkControl Pad  + L + R + A Buttons
Christ airControl Pad  + L + R + A Buttons
JudoControl Pad  + L + R + B Buttons
Rocket airControl Pad  + L + B Buttons
BenihanaControl Pad  + L + R + A Buttons
StiffyControl Pad  + L + R + B Buttons
Japan airControl Pad  + L + R + A Buttons
Pony ExpressControl Pad  + L + B Buttons
Heel Flip Varial LienControl Pad  + L + R + A Buttons
SalflipControl Pad  + L + R + B Buttons

MODE SELECT MENU

On this menu you can choose the venue for your run or access some game settings. Use the Control Pad to select an option, and press START or the A Button to continue. Press the B Button to cancel any screen and return to the previous screen.

VERT

Stick your tricks on a vertical ramp. In this mode you can choose X GAMES, FREE SKATE or X RAGE. (See pages 12-18.)

PARK

Show off your skills on different arrangements of verts, ramps and rails. In this mode you can choose X GAMES and FREE SKATE. (See pages 12-15.)

OPTIONS

View trick controls and buy new tricks in the Skate Shop, toggle trick logos ON/OFF, and clear any saved game data. (See page 20.)



SKATER SELECT

SKATE AS ONE OF EIGHT SKATEBOARDING PROFESSIONALS:

Bob Burnquist
Carlos De Andrade
Chad Fernandez
Kerry Getz

Rick McCrank
Colin McKay
Chris Senn
Lincoln Ueda

Page through the skaters (Control Pad ◀ / ▶) to see each one's Jump Height, Speed and Balance skill levels. These abilities will improve as the skater competes in X Rage mode. When a skater is displayed, press the A Button to choose him.

SKATER TRICKS

ESPN X GAMES SKATEBOARDING™ features 42 tricks (shown in the Skate Shop), all of them available to all skaters. However, each skater begins the game with a different, limited trick set. To gain additional tricks, you first need to increase a skater's skills by competing in X Games. You can then use the increased skills to buy tricks for that skater.

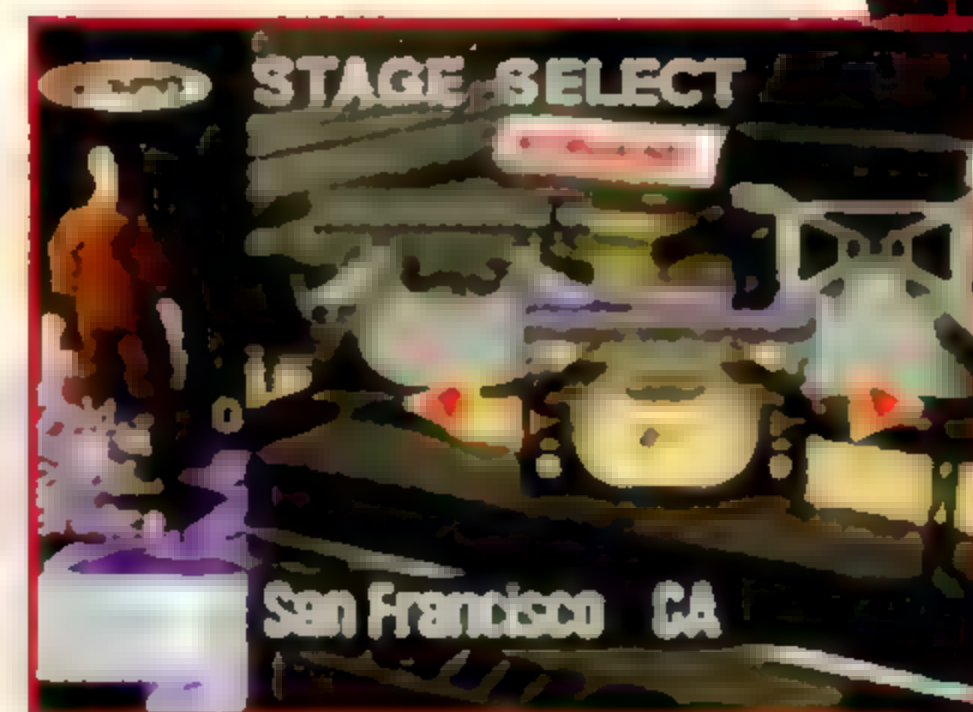


STAGE SELECT

Single out the city that will host the upcoming competition or runs. Each VERT stage has a slightly different configuration. Each PARK stage offers a different assortment of ramps, rails and obstacles.

In VERT games you can choose from SAN FRANCISCO CA, DAYTONA FL, or HOUSTON TX. In PARK games, you can start out in SAN FRANCISCO CA or DAYTONA FL.

During a PARK mode run, the game will automatically switch camera zooms. Flashing arrows inform you on which way to approach a ramp or obstacle.



X GAMES

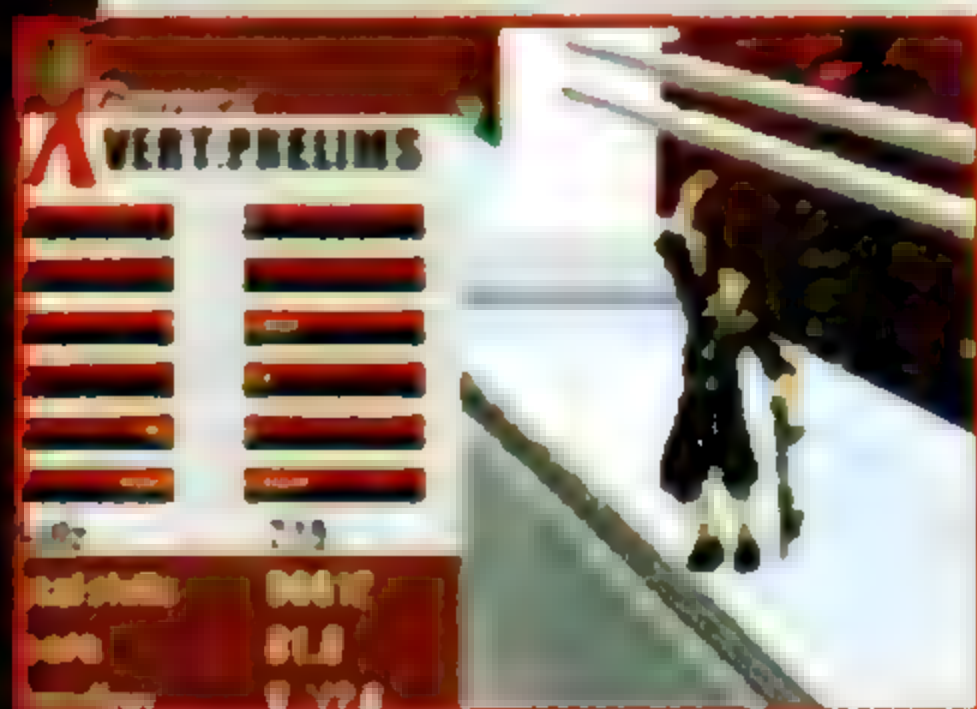
X GAMES is a series of 45-second runs in which you attempt to place in the top 3 in a field of 24 skaters. The points you earn translate into Skills that you can exchange in the Skate Shop for more or better tricks. Select your skater and stage. A short list of X Games rules appears. Then go for the gold!

VERT X GAMES:

Perform on the huge vertical ramp. Pulling multiple tricks will earn higher scores. In the PRELIMS, make two runs over the same stage in a timed bid for the highest score. You must rank in the top 10 of 24 skaters to advance to the Finals. In the FINALS, you're allowed three 45-second runs to earn a place in the top 3 for a medal. Highest score wins the gold.

PARK X GAMES:

Show off your tricks on a stage set with ramps, rails and verts. Use the wide amount of terrain to create different trick combinations. In this FINALS-only mode, you'll make two 45-second runs over the same stage. Rank in the top 3 of 24 skaters to win your medal.



X GAMES SCREEN

APPEAL METER:

Gauges how well you're doing:

- In VERT mode, it indicates how well you're doing on the left or right side of ramp per combo, and shows the highest level obtained.
- In PARK mode, a meter in each trick screen shows how well you are doing in that area. The maximum level this bar can reach decreases on each subsequent visit to the same area. The trick screen bar is added to the map screen bar when you go back to the map screen.

TIMER:

Seconds left in the run. All runs are allowed 45 seconds. The Timer begins counting down when 15 seconds remain.

TRICK:

The name of a trick just performed appears here. Skills earned scored for the trick appear under the name.

The standings appear after each preliminary run over a replay of your performance. Press the Control Pad (◀ / ▶ in VERT; ▲ / ▼ in PARK) to see the standings in all groups. Your skater's position is underlined.

After each contest you'll have the opportunity to try again. You'll also see a hint about how to improve your overall performance.

FREE SKATE

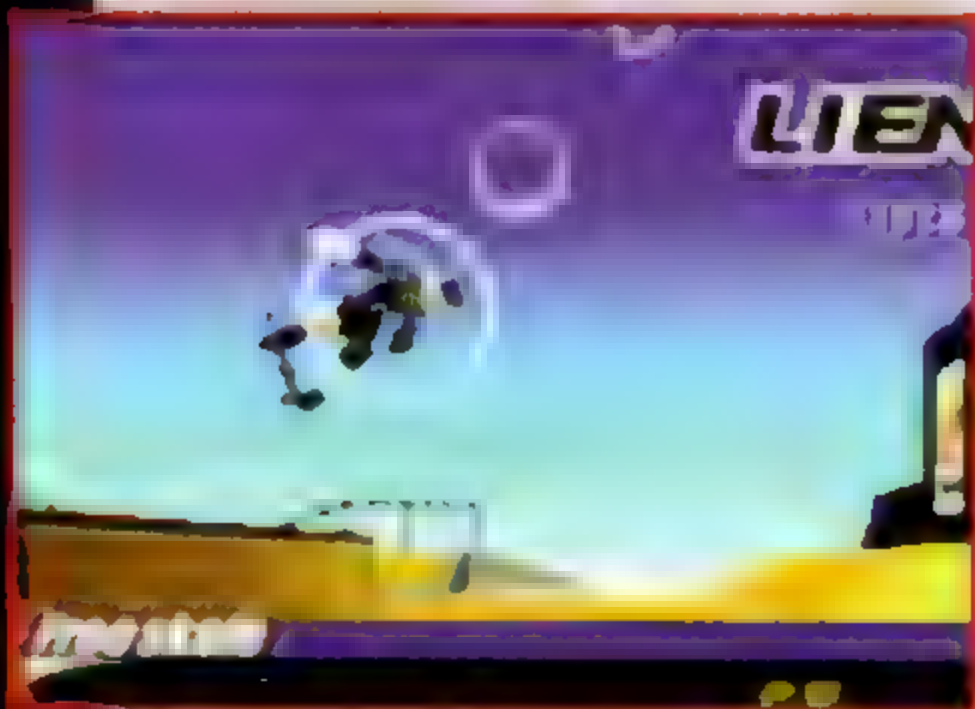
In Free Skate, your run is unencumbered by a timer or the need to score. Use this mode to develop your board control and tricks before taking them to the X Games. Beginners may want to turn on Training mode for button control help while practicing.

Training Mode

Training mode is available in VERT mode only. To toggle Training mode ON/OFF, press START, highlight TRAINING MODE, and then press the Control Pad ◀ / ▶.

With Training mode ON, the name of a trick and its button control(s) appear at the bottom left; as you press the controls, they appear at the bottom right. By comparing the two displays you'll know if you're entering the controls correctly. Press SELECT to change the displayed trick.

With Training Mode OFF, only the button controls you press appear.



X RAGE

X RAGE mode is a 60-second **VERT** run to earn as many points as possible. Your only goal is to go for the top score and beat the top five existing scores. By collecting Dragon Gems (see below), you also have the chance to increase your skater's score.

After you choose a skater and stage, you'll see a short list explaining the mode. At "3 ... 2 ... 1 ... X" begin your run. During an X Rage run, these indicators appear at the bottom of the screen:

X GAUGE:

Fills or drains depending on how often and how well you perform tricks. Fill the bar completely to unlock a Dragon Gem (see below).

TIMER:

Counts down the seconds remaining in the run

SCORE:

Shows the point values you gain for Jump Height, Speed and Balance, and your overall score.

DRAGON GEMS

When the X Gauge is completely full, a Dragon Gem appears on the ramp. Skate over it and your skater will Ollie high into the sky. During this jump, enter as many tricks as possible in combination before reaching the top of the jump.



X RAGE

If you perform 10 tricks or more in the combo, a Dragon will appear and release small gems. When your skater regains the ramp, you can pick up these smaller gems by skating over them. (If you perform less than 10 tricks, the skater returns to the ramp without seeing the Dragon or earning the chance to collect gems.)

When the run is over, you'll see a summary of how many gems the skater collected. These gems are added to any amount that the skater previously accumulated. When the skater earns enough gems of a specific color, his corresponding ability increases by one bar, to a maximum of six bars.

COLOR	ABILITY
Blue	Jump Height
Red	Speed
Green	Balance

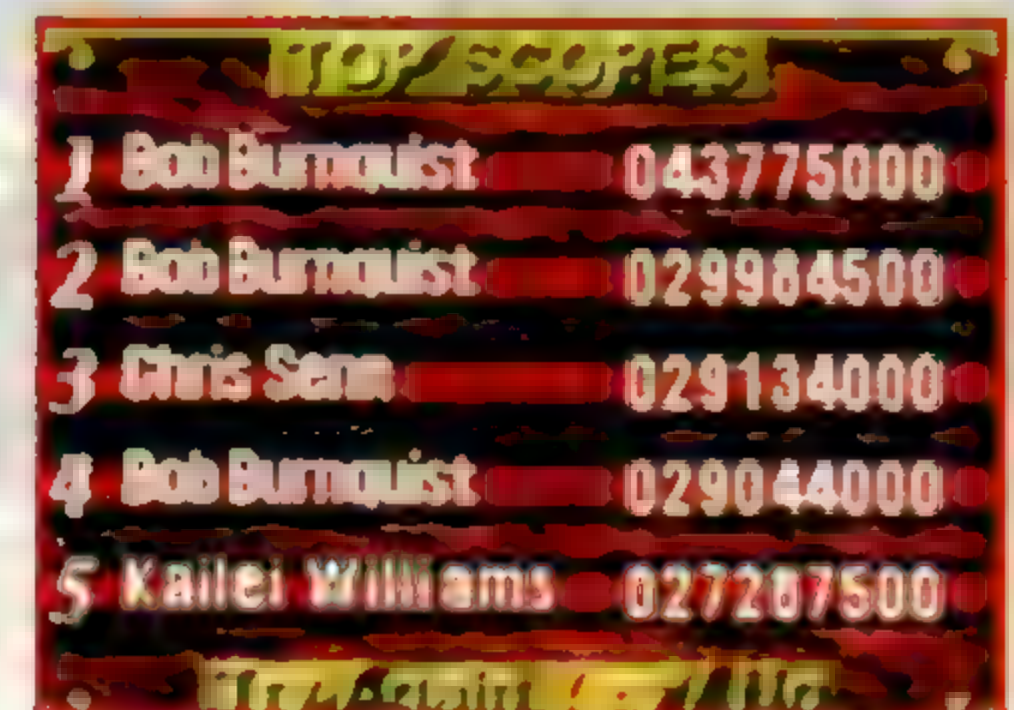
Note: There is a maximum of six bars per ability. The gems earned by one skater do not transfer over to another skater.

X RAGE SCORING

A score screen appears at the end of the run. Check this screen to see the number of gems you need to earn to increase your Jump Height, Speed and Balance.

Press the A Button to move on to the Top Scores screen, showing the ranking X RAGE skaters and their scores.

At the bottom of this screen, you can try again by selecting YES.



PAUSE MENU

Press **START** during a run to display the Pause menu. You will see some or all of the following options, depending on which game mode you're currently playing.

TRAINING:

Toggle ON or OFF. (VERT Free Skate mode only.)

CONTINUE:

Return to gameplay.

END RUN:

Terminate the current run before your time's up. (X Games and X Rage modes.)

QUIT:

Return to the Game Mode menu.

Press **START** or the **A** Button to confirm your selection.

SAVING GAMES

Your game is saved automatically, including current Skills levels and scores data. This data will apply the next time you play the game. To clear the data and start fresh, enter **OPTIONS** mode from the Game Mode menu, use the **CLEAR SAVE DATA** option in Options mode. (See page 20.)



OPTIONS



Select **OPTIONS** from the Game Mode menu, and then make your selection from the list that appears:

SKATE SHOP

Spend the Skills earned in X Games mode to increase and improve a skater's tricks. You can also unlock two extra skaters here. The Skate Shop additionally serves as a button control list and a list of available tricks for each skater.

TRICK LOGOS

Toggle this option ON or OFF. When it's ON, trick labels will appear in the upper right corner of the screen when you perform them.

CLEAR SAVE DATA

Your game is saved automatically, including current Skills levels and scores. Select option and then select YES to wipe the saved data in order to start a fresh game.



SKATE SHOP



Use the Skate Shop to:

- Check the button controls of available tricks for each skater.
- Buy new tricks by using Skills earned in X Games.
- Boost (improve) existing tricks by using earned Skills.
- Unlock two extra skaters.

The Skate Shop displays a list of tricks and button controls, and a book of skaters. Press the Control Pad / to scroll the list. Press / to page through the skaters.

TRICK COLOR Dimmed

INDICATES:

Skater doesn't know the trick. You can have the skater learn the trick by "buying" it with the skater's available Skills.

Yellow

Skater knows trick and can improve it. You can "boost" the trick by using the skater's available Skills.

Red

Skater knows trick and has already improved it. "Boosted" air/flip/grab tricks are performed slightly faster. "Boosted" stall/plant/slide tricks can be held longer.

BUYING/ BOOSTING TRICKS

Skills are points earned in either VERT or PARK X GAMES mode. Each skater has a starting amount of Skills. This amount increases when you

play X GAMES and earn Skills. It decreases when you buy or boost a trick or unlock an extra skater. Skills cannot be transferred between skaters

Select a skater whose tricks you want to increase/improve. A tally of the amount of Skills the skater has available is displayed. Then, select the trick that you want to learn/improve.

To Buy a Trick:

When a dimmed trick name is framed in the center box, press the A Button to see a sub-display showing the Skills level needed to buy the trick. If enough Skills are present, highlight BUY and press the A Button. If you don't have enough Skills, you'll get a hint on how to increase the skater's Skills level. Press the B Button, or highlight BACK and press the A Button to close the sub-display.

To Boost a Trick:

When a yellow trick name is framed in the center box, press the A Button to see a sub-display showing the Skills level needed to boost the trick. If enough Skills are present, highlight BOOST and press the A Button. If you don't have enough Skills, you'll get a hint on how to increase the skater's Skills level. Press the B Button, or highlight BACK and press the A Button to close the sub-display.

To Unlock an extra skater:

Items 43 and 44 in the list are extra skaters you can unlock. If enough Skills are present, highlight a skater's name, press the A Button, highlight UNLOCK and press the A Button again. Once you unlock a skater, he remains available, even if you change to another skater. You can buy and boost tricks for these skaters, using the controls explained above.

PRO SKATERS

BOB BURNQUIST

Respected by skaters throughout the world as the primary innovator of switch stance tricks on the vertical plane, Bob possesses a technical skill level that can only be appreciated by hardcore fans. He continuously pushes the boundaries of skateboarding and impresses those who've witnessed his talents. Bob is currently the top Vert skater in both North America and throughout the world.

Jump Height:3

Speed:3

Balance:3

Birthplace:Rio De Janeiro, Brazil

Stance:Regular

Sponsors:The Firm, eS Shoes, Hurley Clothing, Nixon Watches, Ricta Wheels, Oakley Eyewear

COLIN McKAY

The name "Colin McKay" has been synonymous with skateboarding for a long time. He has amazed people all over the world with his technical lip tricks on the vertical plane and vast assortment of tricks. Colin is a motivated and talented vertical skater who can also hold his own on street terrain.

Jump Height:4

Speed:3

Balance:2

Birthplace:Vancouver, BC, Canada

Stance:Goofy

Sponsors:DC Shoes, RDS Skate Shop, Girl Skateboards, Nixon Watches, Royal Trucks, Momentum Wheels, Electric Eyewear



LINCOLN UEDA

Lincoln is a Japanese-Brazilian who has enjoyed success and world travel through his talents on a skateboard. He is usually observed flying high above the Vert ramp at most demos and contests leaving spectators in awe. Lincoln is highly respected among his peers and fans and is one of the most popular skaters in Japan.

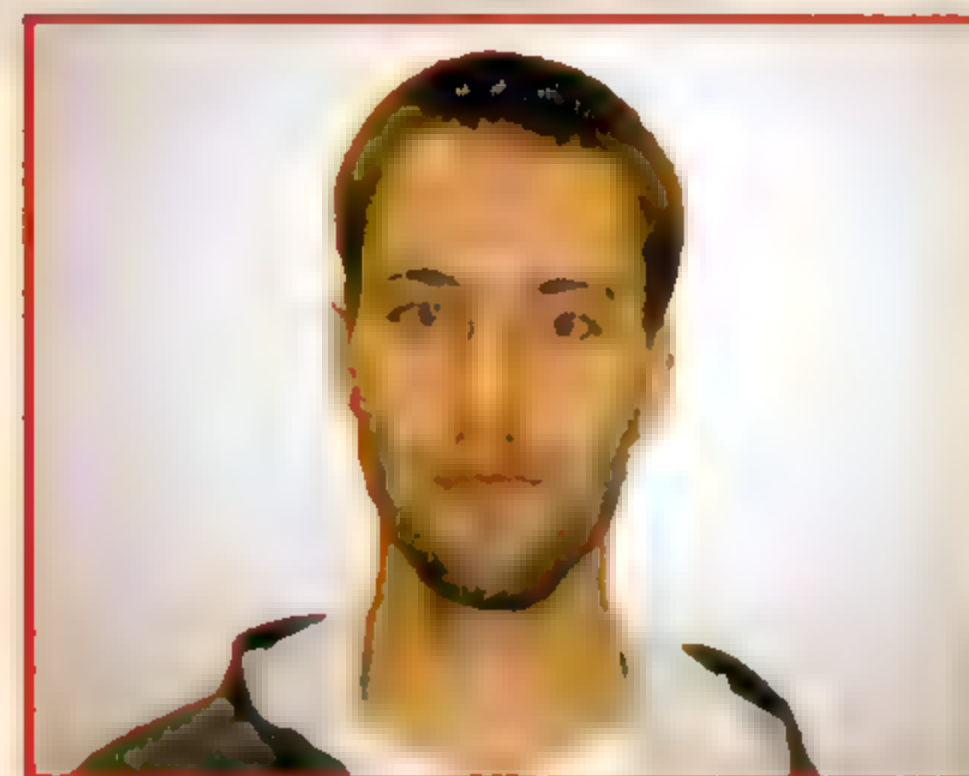
Jump Height:2
Speed:3
Balance:4
Birthplace:São Paulo, Brazil
Stance:Goofy
Sponsors:New Deal Skateboards, Etnies Shoes, Hurley
Clothing, Electric Eyewear, Crail Trucks,
Cortech Technology Wheels

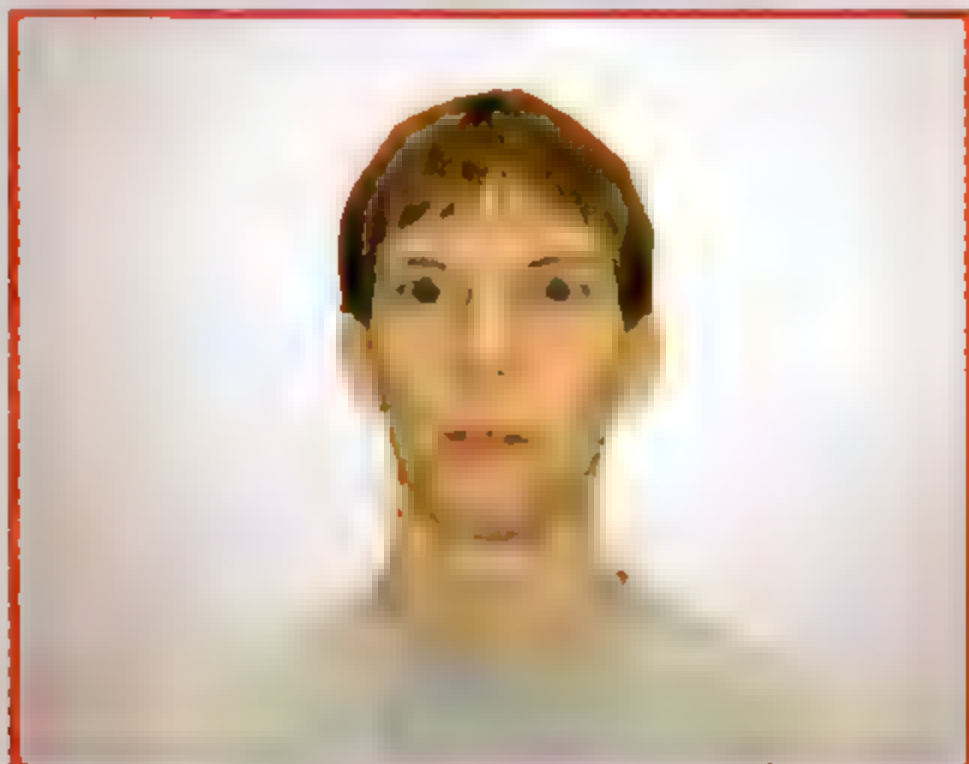


CHRIS SENN

Chris has secured the most X Games" gold medals on the street course to date, which include wins in 1995, 1998 and 1999. He's a skater you definitely have to watch out for in any contest situation. Chris creates obscure lines and dials in a high-speed approach toward every transition and obstacle in his path. Simply put, he makes the impossible become a reality.

Jump Height:4
Speed:3
Balance:2
Birthplace:Long Beach, CA, USA
Stance:Regular
Sponsors:Adrenalin Skateboards, Emerica Shoes, Destructo
Trucks, TSA Clothing





KERRY GETZ

Kerry is relatively a newcomer to the pro competition circuit. Although he was a rookie at the time, his consistent skating skills took him all the way to the top of the World Cup Skateboarding statistics for the year 2000. He's currently ranked #2 in the world and #1 in North America in Street competitions.

Jump Height:4

Speed:2

Balance:3

Birthplace:Leighton, PA, USA

Stance:Regular

Sponsors:Habitat Boards, Nocturnal Skateshop, Ezekiel Clothing, Royal Trucks, Electric Eyewear, Bones Bearings, DVS Shoes, Clive Backpacks



CARLOS DE ANDRADE

Small in stature, but big in technical skating ability, Carlos De Andrade has become a household name in the world of street skating. He has steadily climbed through the rankings since arriving in America five years ago. Carlos is a technical master of unsurpassed skill.

Jump Height:2

Speed:3

Balance:4

Birthplace:Curitiba, Brazil

Stance:Regular

Sponsors:World Industries, Etnies Shoes, Volcom Clothing, Darkstar Wheels, Venture Trucks, Oakley Eyewear

CHAD FERNANDEZ

Chad has been skateboarding since he was a little kid and has grown up to become one of the most famous and respected skaters in his native California. His tricks are precise yet powerful, and his keen skills on rails and ledges are a must-see.

Jump Height:4

Speed:4

Balance:1

Birthplace:Bellflower, CA, USA

Stance:Goofy

Sponsors:World Industries, Globe Shoes, Darkstar Wheels,
Independent Trucks



RICK McCRANK

Rick's ever-smooth style and technical skating skills have garnered him a wealth of respect and attention in the past four years. He's adaptive to any terrain and possesses a creativity that few can match.

Jump Height:4

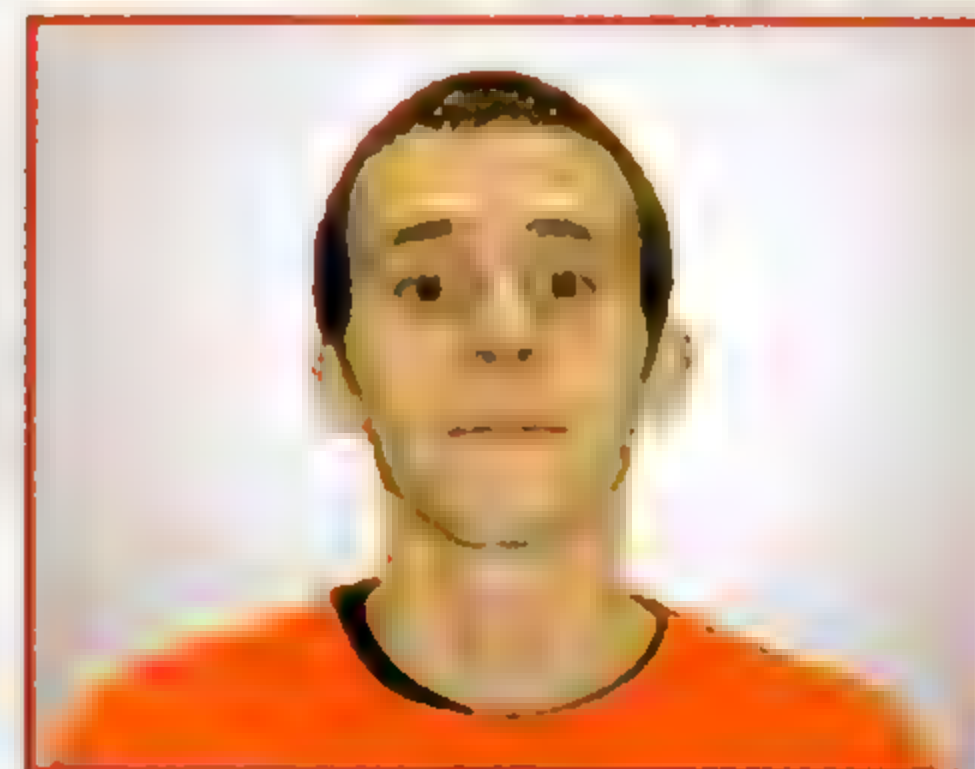
Speed:2

Balance:3

Birthplace:Peterborough, Ontario, Canada

Stance:Regular

Sponsors:Girl Skateboards, eS Shoes, Momentum Wheels,
Nixon Watches, Matix Clothing, Royal Trucks,
Bones Bearings



[illegible]

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Thank you to eS and Hurley for building Bob Burnquist's ramp on the cover.

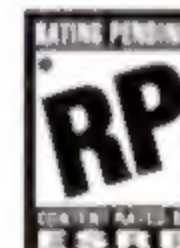


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